
Subject: Re: Commercial applications developed with U++

Posted by [forlano](#) on Tue, 26 Apr 2011 10:19:57 GMT

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nlnelson wrote on Tue, 26 April 2011 05:21

With U++ the learning curve may be too steep to justify getting into because of the \$\$ per hour for a developer/s a Company would need to pay just to get proficient, including "unlearning" what they may be used to.

Hello,

in Upp the learning "problem" occurs only at the very beginning. Then everything become easier. This is due to the unconventional (but better) way in which the things are organized included the Theide.

In this case a series of very short videotutorials would make the user more confident and let him to see the whole stuff at once.

For example the subjects could be:

- 1) How to install and compile (showing how to install, set the compiler and compile the helloworld package);
- 2) Create a package (the simply hello world prompt project is enough)
- 3) Using the Layout (again a silly package with a button that open a prompt window)
- 4) Using the image (create an .iml image and put it somewhere on the previous package)
- 5) adding a menu toolbar (showing how to work with Fileselect
- 6) adding some other widget on the same package

At this point one has familiarized with the unconventional stuff and is ready to use C++ and the other libraries U++ offers.

When I landed here the step 3 costed me many hours because I didn't found a button to let appear the lay designer.

The documentation present today is excellent, nevertheless few short videos I think would help a lot.

Luigi
